

CHRISTOPHER SOLIS

3D GENERALIST ARTIST | 3D ANIMATOR | GAME DEVELOPER



I am a motivated aspiring professional in the game industry, passionate about creating immersive fictional worlds with rich stories and captivating visuals. I excel in collaborative environments, communicate effectively, and take initiative. Eager to develop my game development and animation skills, I aim to contribute to compelling player experiences.

CONTACTS

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SOFTWARE EXPERIENCE

- Unity ~ 5 years
- Blender ~ 5 years
- 3DS Max ~ 1 year
- Substance 3D Painter ~ 3 years
- Photoshop ~ 17 years

SKILLS

- 3D Animation
- Digital Sculpting
- 3D Modelling
- Texturing
- Character Design

HOBBIES & INTERESTS

- Video Games
- Clay Sculpting
- Painting
- 3D Printing

LANGUAGES

- English Professional working proficiency
- Finnish Limited working proficiency
- Filipino Native proficiency

EXPERIENCE

3D Generalist Artist & Animator ----- Feb 2025 - May 2025 Please Be Patient, Espoo, Finland

- Created whimsical game animations for diverse enemy characters, aligning each movement and behavior with their distinct personalities and gameplay mechanics.
- Developed storyboards for planned cutscenes, translating narrative scripts into visual guides in collaboration with the narrative designer.

3D Animator, 3D & VFX Artist ----- Jan 2023 - Apr 2023 Beach Please! Tubular Mayhem - Tower Defense Game Project Moist Fish (Student Group), Kouvola, Finland

- Collaborated on developing a tower defense game demo with fellow students.
- Created 3D assets such as a character enemy and props based on the concept art.
- Designed and created game animations for all characters in the game.
- Created stylised water visual effects for the game's environment using Unity Shader Graph.
- Contributed to game functionality by assisting the lead programmer in developing the in-game shop system.

Creative Director, 3D Animator, ----- Jan 2022 - Present 3D & VFX Artist Norowareta: The Three Treasures | Steam Link: <https://store.steampowered.com/app/2964800> Studio Crying Spider (Student Group), Kouvola, Finland

- Led creative vision for a horror game project, overseeing concept development, narrative, base art and sound direction.
- Co-designed the core gameplay mechanics.
- Created animations for all game characters.
- Co-implemented animation states and blends in Unity for dynamic transitions.
- Produced storyboards and conducted motion-capture for 3D cinematic cutscenes.
- Developed visual effects using Unity Shader Graph.

Project Engineer ----- Jan 2014 - Mar 2018 PGA Geopier Philippines Inc., Quezon City, Philippines

- Supervised construction projects for timely execution and safety adherence.
- Prepared progress reports and coordinated communication with clients.
- Managed on-site manpower and enforced safety protocols.
- Conducted quality control to ensure compliance with project specifications.

EDUCATION

Bachelor of Culture and Arts, Game Design 2020 - 2024 South-Eastern Finland University of Applied Sciences Kouvola, Finland

Bachelor of Science, Civil Engineering 2008 - 2013 Holy Angel University Angeles City, Philippines

REFERENCES

Suvi Pylvänen Lecturer and Degree Programme Coordinator South-Eastern Finland University of Applied Sciences suvi.pytvanen@xamk.fi

Panu Vuoristo Lecturer South-Eastern Finland University of Applied Sciences panu.vuoristo@xamk.fi

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Niko Flang Game Director Please Be Patient niko@finnisharmysimulator.com